



MLB 11 THE SHOW™



For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

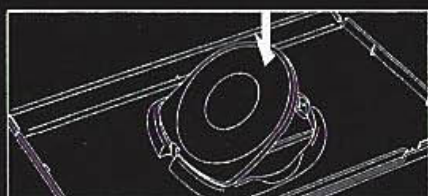
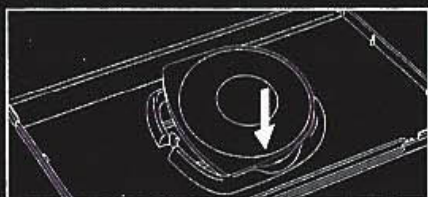
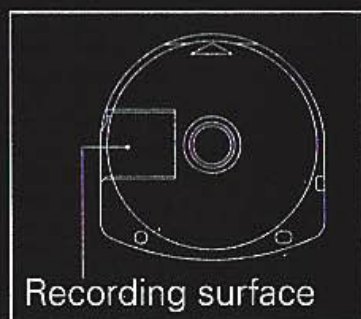
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

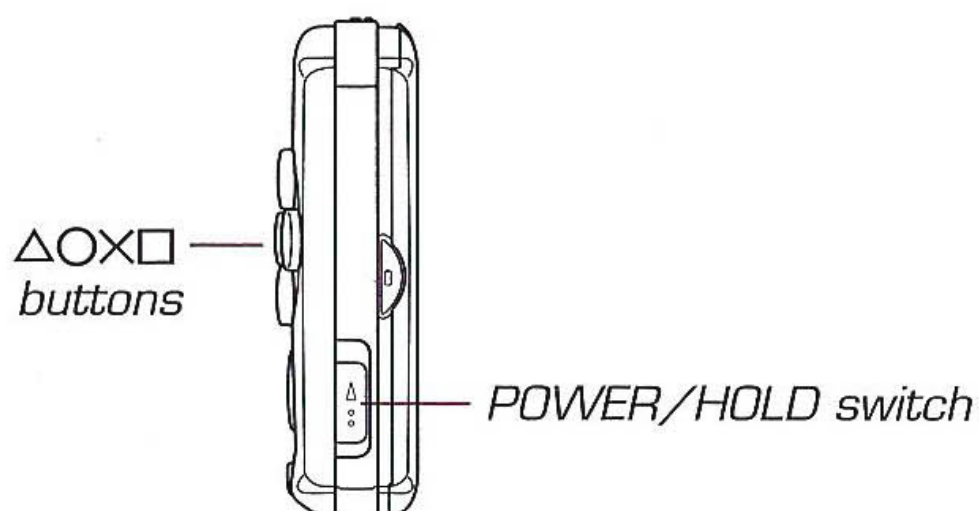
Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Consumer Service/Technical Support Line 1-800-345-7669

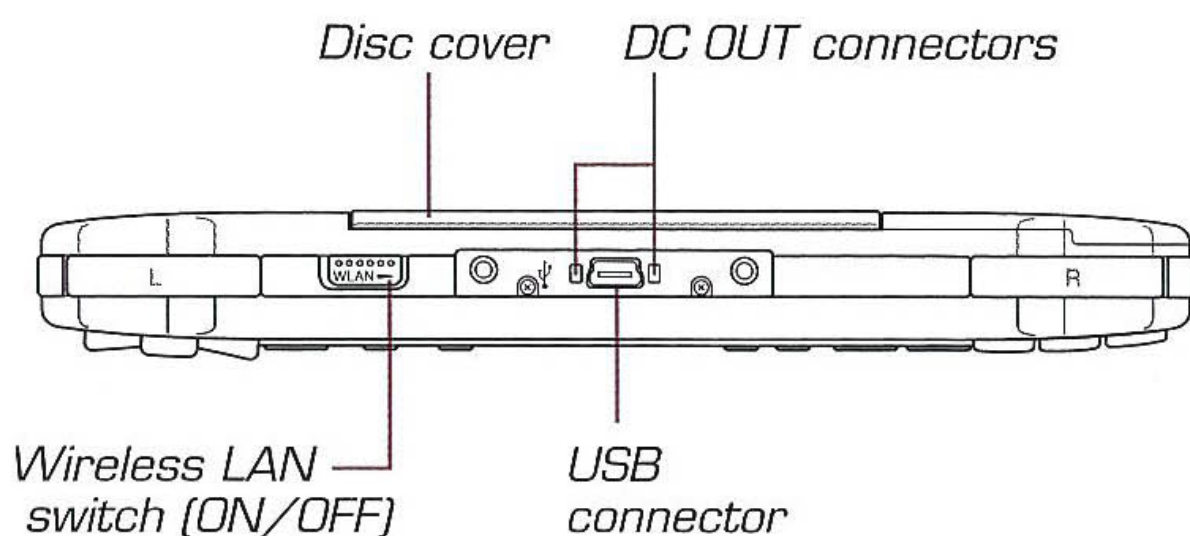
Call this number for technical support, installation or general questions regarding the PSP® system and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

GETTING STARTED

Right side view



Front view



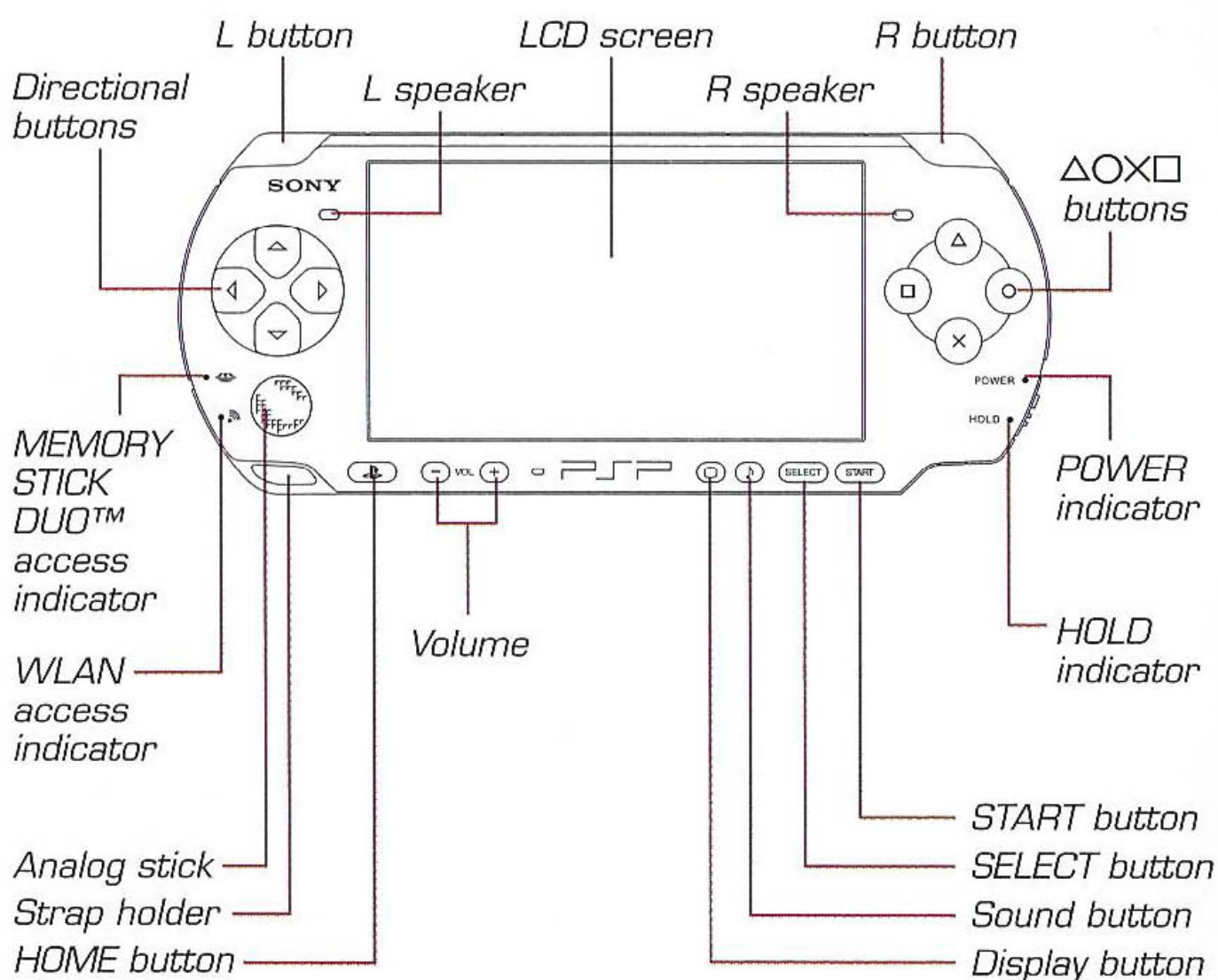
Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT **MLB® 11 The Show™** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **×** button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

Notice: Do not eject a UMD® while it is playing.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo™ containing previously saved games.



WIRELESS (WLAN) FEATURES

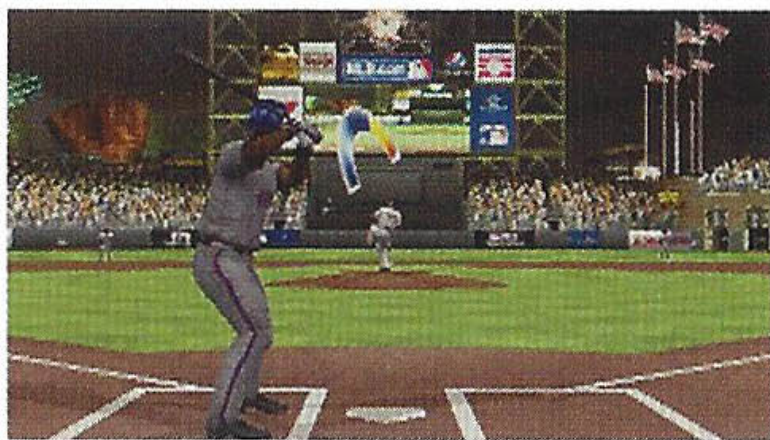
Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN).

Note: *MLB® 11 The Show™ supports Ad Hoc mode. Please see the Online section of this manual for further details.*

Ad Hoc Mode

Ad Hoc mode is a wireless feature that allows two or more individual PSP® systems to communicate directly with each other.

CONTROLS



Pitching

The more a player works on a pitch type, the better it becomes. Consequently, the more a player neglects a pitch type, the harder it is to work the strike zone.

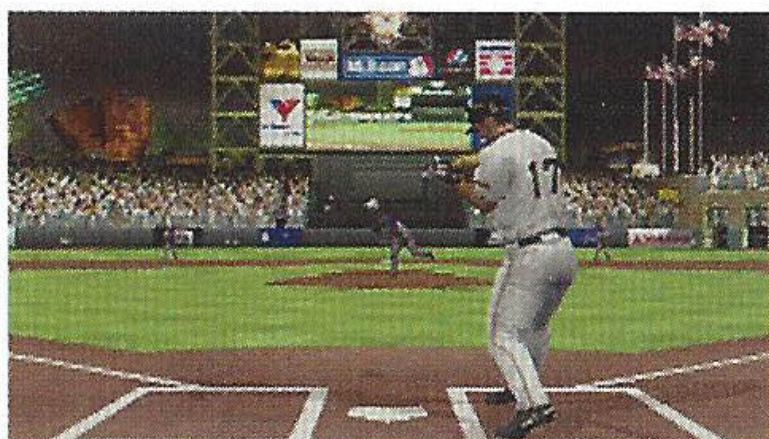
Pitch type 1	ⓧ
Pitch type 2	⊙
Pitch type 3	△
Pitch type 4	□
Pitch out	L + ⓧ
Intentional walk	L + ⊙
Pitcher/Batter status window	SELECT
Pan back to 2nd	directional button ↓
[Pitching/Outfield views only]	

Note: Catchers call for specific pitches based on the pitcher's strengths and weaknesses. It's up to you to trust the catcher or shake him off.

Pitching After Set

[after pitch selection]

Pickoff to 1st base	⊙
Pickoff to 2nd base	△
Pickoff to 3rd base	□
Pitch	ⓧ
Position ball in strike zone	analog stick
Step off pitcher's mound	R



Batting

- Swing direction in zone analog stick
- Swing X
- Power swing
[except Rookie mode] □
- Check swing X (press and release)
- Sacrifice bunt ○ (press early)
- Drag bunt ○ (press late)
- Pitch history and guess pitch R
- Guess pitch type R + pitch icon
- Guess pitch location
[except Rookie mode] R + analog stick
- Influence fly ball △ + analog stick ↑
- Influence ground ball △ + analog stick ↓
- Influence ball to 1st △ + analog stick →
- Influence ball to 3rd △ + analog stick ←
- Pitcher/batter status window SELECT



Baserunning

Note: In the table below, the term “base icon” refers to the (1st base), (2nd base), (3rd base), (Home) buttons on your controller.

Before the Pitch

(New)

Target baserunner..... analog stick

All runners steal (auto steal)

Steal individual base
(2nd, 3rd, or Home)..... + analog stick

Lead off all runners..... directional button

Lead back all runners..... directional button

Lead off individual runner..... base icon +
directional button

Lead back individual runner..... base icon +
directional button

Before the Pitch

(Classic)

Steal all

Steal individual base icon +

Lead off all runners..... directional button

Return all runners directional button

Lead off individual runner..... base icon +
directional button

Lead back individual runner..... base icon +
directional button ➡

After the Pitch

(New)

Target baserunner..... analog stick

Advance all..... **L**

Advance individual analog stick + base icon

Return all runners **R**

Return individual analog stick + base icon

Stop runner..... **L** + **R**

After the Pitch

(Classic)

Advance all runners **L**

Return all runners **R**

Advance individual runner..... directional buttons
+ base icon

Return individual runner directional buttons
+ base icon

Stop runner..... **R** + **L**

Advance

(Classic)

1st base to 2nd base..... Ⓞ + directional
button ↑

1st base to 3rd base..... Ⓞ + directional
button ←

1st base to home..... Ⓞ + directional
button ↓

2nd base to 3rd base  + directional
button ←

2nd base to home  + directional
button ↓

3rd base to home  + directional
button ↓

Sliding

Head first slide analog stick ↑
(into any base)

Collision with catcher analog stick ↓ (when
catcher is in position)

Run past home plate analog stick ↓ (when
catcher is not in position)

Break up double play analog stick ↓

Road to the Show Baserunning

Pre-pitch

Reduce lead  (tap)

Get back analog stick ←

Extend lead  (tap)

Steal analog stick →

After the Pitch

Advance analog stick →

Return analog stick ←

Stop analog stick (release)



Fielding

Fielding without Ball

Player movement	analog stick/ directional buttons
Switch to closest player	L
Jump	R
Dive	R /analog stick

Fielding with Ball

Player movement	analog stick/ directional buttons
Throw to 1st base	⊙
Throw to 2nd base	△
Throw to 3rd base	□
Throw to home	×
Throw to cutoff man	L
Dive with ball	R /analog stick

Defensive Fielder with Ball

(Road to the Show)

Player movement *directional buttons /
analog stick*

Throw to 1st base 

Throw to 2nd base 

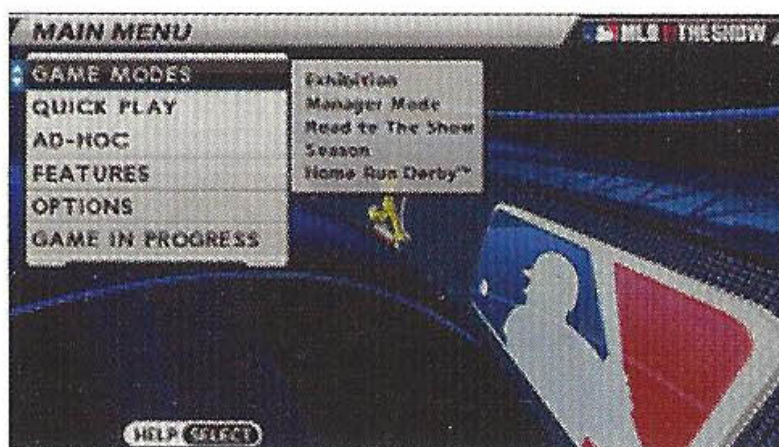
Throw to 3rd base 

Throw to home 

Throw to cutoff man 

Note: Press  at any time to pause the game and bring up the pause menu.

MAIN MENU



Once the game loads, you may select from the following choices:

Game Modes

Choose from Exhibition, Manager Mode, Road to the Show, Season, and **Home Run Derby®**.

Quick Play

Enter a quick game between two teams. The default is the 2010 **World Series®** Matchup (**San Francisco Giants™** vs. **Texas Rangers™**), but you can change teams just like an Exhibition game.

Ad Hoc

Grab some friends and compete in ad-hoc mode.

Features

Create players and profiles, view game tips, move players to other teams, adjust the rosters, and edit players.

Options

Adjust Gameplay, Audio, My Sliders, Jukebox, My MLB Music, Sounds of the Show, and view Game Controls and Credits.

Game In Progress

Continue a previously saved game in progress.

LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-7669 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

UNAUTHORIZED USE

Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. Shared game code is licensed solely for wireless distribution through PSP systems for noncommercial purposes. All rights to make copies of any portion of the game for subsequent redistribution is retained by the copyright holder. Please contact SCEA at 1-800-345-7669, if you are unwilling to accept the terms of this license.

Major League Baseball and Minor League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc., and MLB Advanced Media, L.P., as applicable. Visit MLB.com and MiLB.com. © MLBPA-Official Licensee, Major League Baseball Players Association. Visit www.MLBPLAYERS.com, the Players Choice on the web. The Baseball Hall of Fame and Museum trademarks and copyrights are used with permission of the National Baseball Hall of Fame and Museum, Inc., as applicable. Visit the official website of the Hall of Fame at BaseballHall.org. © 2011 Sony Computer Entertainment America LLC. "PlayStation", the "PS" Family logo and "PSP" are registered trademarks and the PlayStation Network logo is a trademark of Sony Computer Entertainment Inc.

Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD® includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD®, you must perform an update to start the software title contained on the UMD®.

Performing the update

When you insert the UMD®, an icon (as shown on the right) is displayed under [Game] in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

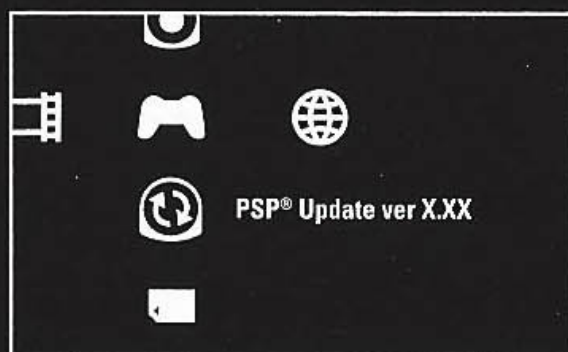
During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD®.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select [System Settings] under [Settings] from the home menu, and then select [System Information]. If the System Software field displays the version number of the update, the update was successful.



For details on the update feature of the PSP® system, contact SCEA Consumer Services at 1-800-345-7669 or visit <http://www.us.playstation.com/psp>

